



## COURSE OF PLAY:

Sort the player-aid cards and put them aside once you've read them.

Shuffle all play cards and deal 7 cards face down to each player. These are the secret hand cards (Mafiosi) with which each player starts the game.

Place the remaining cards face down in the middle of the table as a draw pile.

Take the top card from the draw pile and lay it face up next to it. This card begins the discard pile.

The table area immediately in front of a player represents the city region in which he can play his Mafiosi to control the city.

## GAME GOAL:

To win the game, at the end of your turn you must have all 5 different Mafiosi (at least one of each type) in front of you in your city area.

## GAME START:

The starting player is the one who has seen a Mafia movie the most recently. After the first game, the player who has the most recently won a game of Carta Nostra begins.

## COURSE OF PLAY:

A. When it's your turn, you **must** draw a card into your hand from the draw pile.

B. You **can** now perform the following two actions in any order:

1. Send a Mafioso from your hand to the discard pile to do a "job".
2. Play a Mafioso in front of you in the city, without using it for a "job".

**Note:** You do not have to perform any of the actions and you are only allowed to perform each of the actions listed once during your turn.

C. Now there are two possibilities:

1. If you have all 5 different Mafiosi (Caporegime, Don, Consigliere, Hitman and Smuggler) in front of you in your city area, you win the game immediately and all other players have to congratulate you as the new Don.
2. If you have not won yet, check the number of your hand cards. You cannot have more than 10 cards in your hand. If you have too many, you have to discard Mafiosi until your hand size is 10. (The discarded Mafiosi cannot do a job.)

D. Complete your turn by threatening the other players in authentic mobster fashion. Play passes to the player on your left.

## GENERAL RULES:

Whenever the draw pile is empty, put the top card of the discard pile aside and mix the remaining cards. The mixed cards are placed face down and form the new draw pile. The card that was previously set aside forms the new discard pile.

## THE "JOBS" OF MAFIOSI:

Whenever a Mafioso is played as an action into the discard pile, he can do a "job" for you.



### SMUGGLER:

Looks at another player's hand cards and chooses one of those Mafiosi to kidnap by putting him on the discard pile. (A kidnapped Mafioso cannot do a "job" by being discarded.)



### HITMAN:

Liquidates a Mafioso of your choice from another player's city area and places him on the discard pile. (A liquidated Mafioso cannot do a "job" by being discarded.)



### CONSIGLIERE:

The consultant, always knows who can help the family best. Take any Mafioso from the discard pile and add it to your hand cards.



### CAPOREGIME:

Calls the family together. Draw the top two cards from the draw pile and add them to your hand cards.



### DON:

This is the only character who is played for his "job" outside of his own turn. The Don never does his "job" alone, but only together with another Mafioso. Put the Don on the discard pile with any other Mafioso from your hand to prevent the job of a Mafioso played by another player on the discard pile. The Don can also be played (along with another Mafioso) to prevent another Don's job. The Mafioso who accompanies the Don cannot do his own job.

A Mafioso whose job was prevented by a Don remains on the discard pile. Only his job was prevented.